

Danny Nguyen

CRPC 1310

Professor Quick

May 8, 2017

GitHub Link: <https://github.com/dannynguyen59/CRPC-1310>

My working process:

The project I am working on is a Bubble Generator. For my Bubble Generator, I started by building off the Asteroid project that Prof. Quick showed us in class. I wanted to have my bubbles spawn as well as go into a "trash" so that my program wouldn't lag and I can have multiple bubbles pop through different methods. One way a bubble is popped is when it hits the top part of the window and another way is user interactive, where the bubble pops when the user clicks on it. Inspired by asteroids splitting when it is shot by laser, I made my bubbles have a "splash" effect when it is popped and instead of having circles split and shoot rapidly across, my bubbles' "splash" breaks into smaller slow motion bubbles. First of all, as a user, to start the program, you need to press 'space'. It will make bubbles spawn until you press 'c', which will cancel the spawn. When the spawn is cancel, no new bubbles will be created but there will still be leftover bubbles that flows to the top and the users can still pop it. Further on, for aesthetics, I used a sky-blue background and added birds in. For the birds, the birds have similar coding to the asteroids except, for the birds, I have a time reset function. The time function was a code I found on Processing Forum and in my program, I have specify the where and which lines of coding is used. The last aesthetic is adding text. I personally search dafont.com for a bubbly font that would go along with my program. Finally, in citing sources, everything is listed at the top of my program.

Simple Instructions:

Press 'space' to start bubbles spawn.

Press 'c' to cancel bubbles spawn.

Use mouse clicker to click on bubble and pop bubbles.